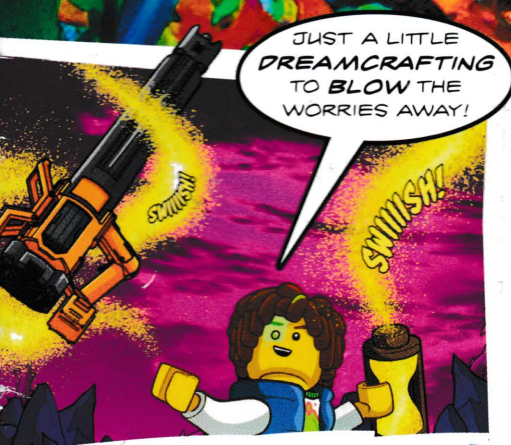




# DREAMZZZ™

**YOUR  
LEGO®  
TOY:**

**NIGHT  
HUNTER  
WITH CROSSBOW**



**EPIC COMIC!**



# SURPRISE CAPTURE!

**Can Mateo make it out?**

**IMMEDIATE** DISCOVER: LEGO® DREAMZZZ  
Issue 6 £4.50



9 773029 002003 07>

Warning!  
Choking hazard.  
Small parts.



**UK  
CA CE**

LG007. Produced by Immediate Media, W6 7BT. Dreamzzz Nighthunter, batch no 952404. Supplied by Blue Ocean Entertainment AG, Seidenstraße 19, 70174 Stuttgart. Please retain this information for future reference. Immediate Media Company Limited, London, W6 7BT and Mespil House, Dublin, D04 T4A6.



# GET READY TO ENTER THE LEGO® DREAMZZZ™ WORLD



ASTRID

SANDMAN

LOGAN

MR. OZ

COOPER

NOVA

ZOEY

SNEAK

Z-BLOB

MATEO

IZZIE

ALBERT

BERNIE

NIGHT TERRORS

NIGHTMARE KING

SCAN TO WATCH  
DREAMZZZ™ SERIES  
ONLINE

NIGHT HUNTER

SUSAN

GRIMKEEPERS

SNIVEL

NEVER WITCH

MADTEO

DOOMBLOB

DOGAN

DIZZY

DOOPER

RAVENS



**IT'S ALL MINE, HAAAA!**

BOIL, BREW, BUILD  
BEDEVILED, SOON THE DREAM  
WORLD WILL BE MINE! YOU CAN ONLY  
STOP ME BY READING THE COMICS  
CAREFULLY AND COMPLETING ALL  
THE TASKS IN THIS MAGAZINE.  
TRY IT AND FAIL, HAAAA!

GET UP TO  
SPEED WITH  
THE LATEST  
NEWS!

## CONTENT

- 4 Comic: Part 1
- 9 Activity: Race of Mistakes!
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- 17 Poster: Super Sky chase
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- 34 Preview: Cooper

## FLASK FIASCO

The **Never Witch** is searching for  
the **five Memory Flasks** of the same size,  
**shape** and **colour** as the one in her hand.  
Be faster than her and **circle** them all.



**BONUS** Uh oh! You dropped the  
slippery flasks and now they have slid  
onto other pages. Find them, write the  
corresponding page numbers in the first  
five boxes below and solve the equation.

$$\boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} = \boxed{\phantom{00}}$$

Find the answers on page 34.

## ENJOYING THE MAGAZINE?

Have any questions,  
requests or suggestions?  
Then write to us - we would  
love to hear from you!

LEGO DREAMZzz magazine,  
Immediate Media,  
Vineyard House, 44 Brook Green,  
London W6 7BT

Or email us at  
[LEGO.DREAMZzz@immediate.co.uk](mailto:LEGO.DREAMZzz@immediate.co.uk)

## DREAM CRAFT

You'll find these tasks throughout  
the magazine. They invite you to  
use your **LEGO® bricks** in a  
**creative** way. Unlock the power  
of your imagination and stop  
the nightmares!

WE'LL SEE  
HOW MATEO  
MEASURES UP  
AGAINST OUR  
BROTHERS AND  
SISTERS!

**COMIC  
TROUBLE!**



# DOUBLE DEAL!

STORY & SCRIPT:  
JAN DINTER  
ILLUSTRATIONS:  
INKBUBBLE STUDIOS  
(PENCILS & INKS:  
VIRGILIO D'AMBROSIO,  
COLOURS: MARCO  
PELANDRA)

Z-BLOB

YOU  
REALLY MISS  
Z-BLOB A LOT,  
DON'T YOU?

OF COURSE  
I DO! SINCE HE BECAME  
**GUARDIAN Z** TO GUARD THE  
NIGHTMARE KING IN THE GRIM  
REALM, I HAVEN'T STOPPED  
THINKING ABOUT HOW I COULD  
**BRING HIM BACK.**

BUT THAT  
WOULD MEAN FINDING  
ANOTHER WAY TO KEEP THE  
NIGHTMARE KING CAPTIVE,  
AND I HAVEN'T THOUGHT  
OF ONE YET.

That evening ...

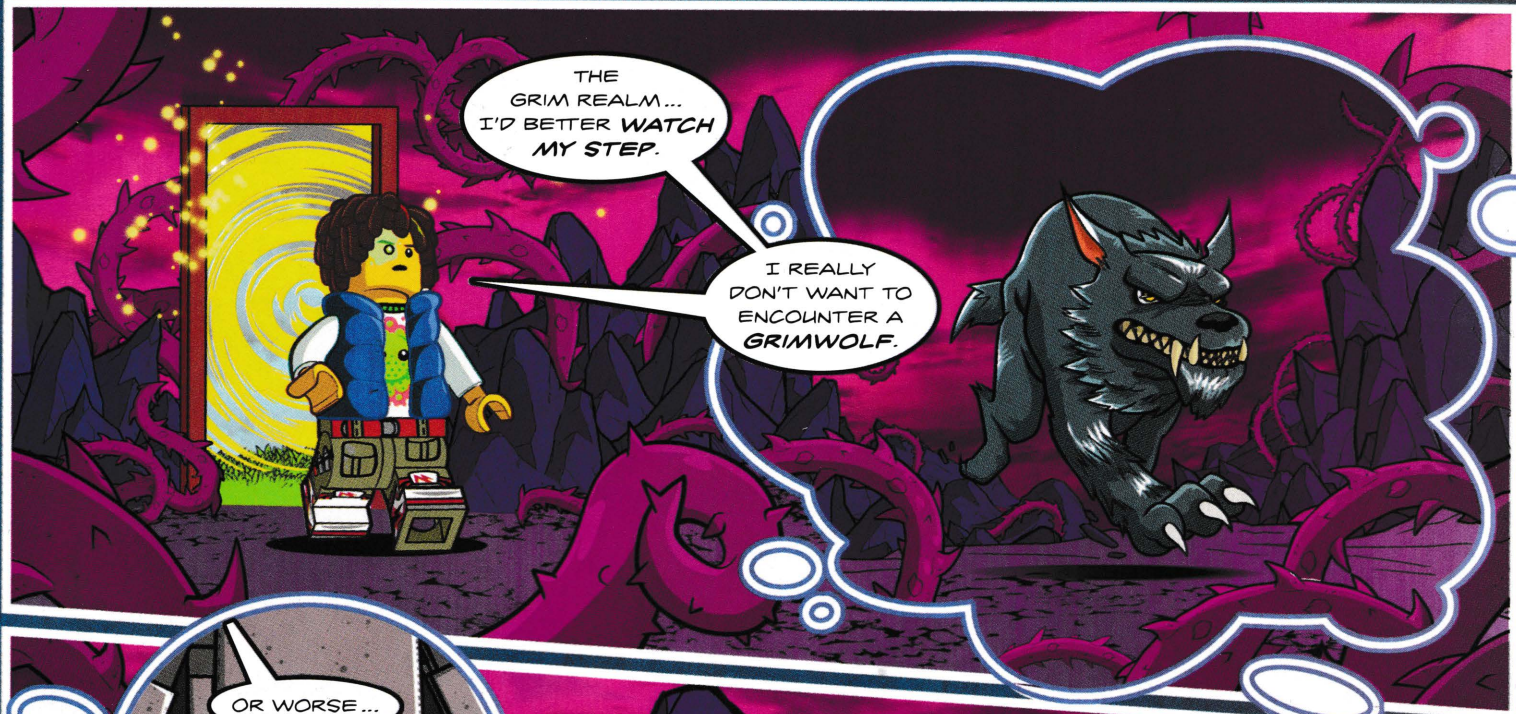
HMM, WHO OR  
WHAT COULD REPLACE  
Z-BLOB AS **GUARDIAN** OF  
THE NIGHTMARE KING? I'LL  
VISIT HIM IN THE DREAM  
REALM. THAT MIGHT JUST  
SPARK AN IDEA ...

A little later in the  
Dream World ...

THE DREAM  
DOOR TO THE  
GRIM REALM ... IS  
THIS REALLY A  
GOOD IDEA?

I GUESS  
I'LL FIND OUT  
SOON ENOUGH.





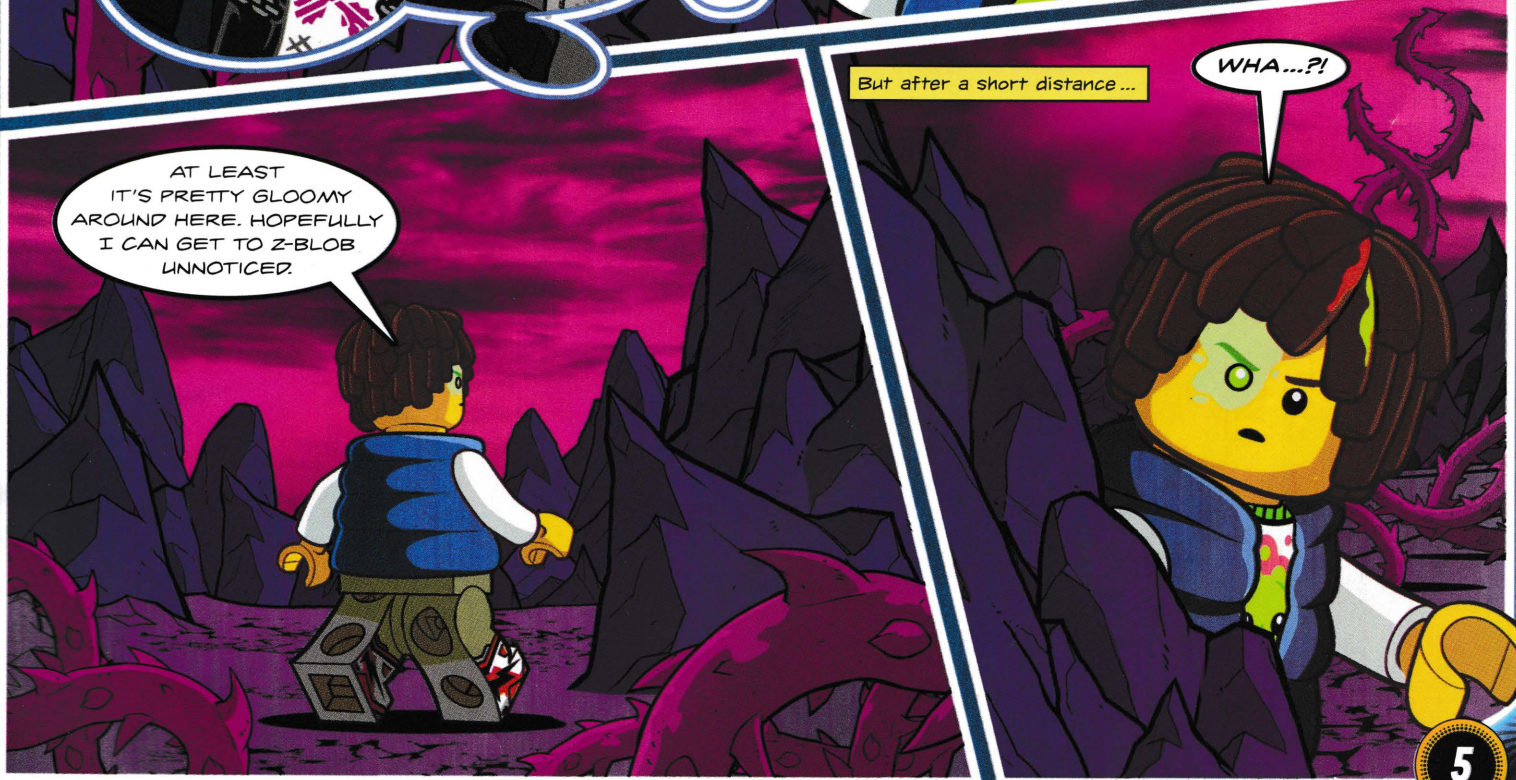
THE  
GRIM REALM...  
I'D BETTER WATCH  
MY STEP.

I REALLY  
DON'T WANT TO  
ENCOUNTER A  
GRIMWOLF.



OR WORSE...

... ONE OF THE  
HENCHMEN OF THE  
**NIGHT HUNTER**,  
WHO NOW RULES  
THIS REALM.

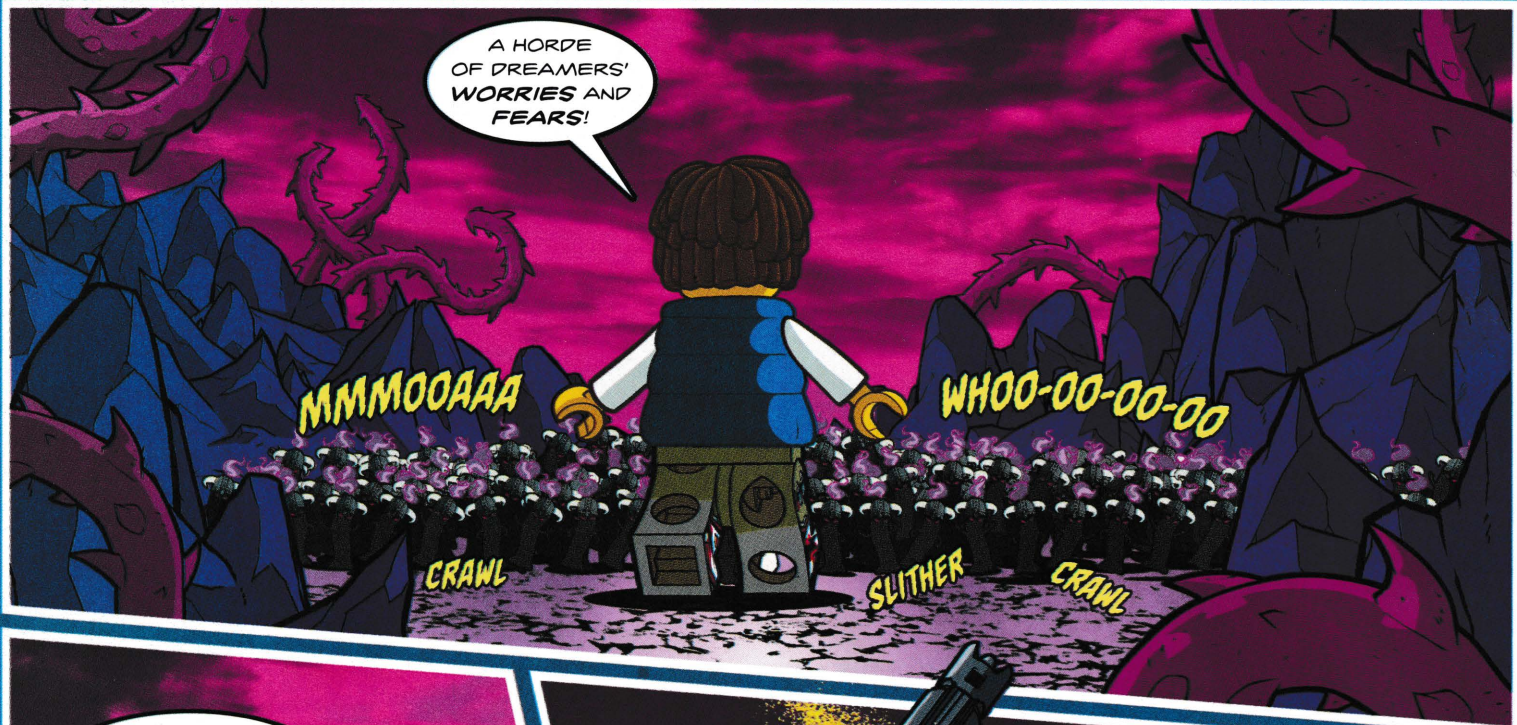


But after a short distance...

WHA...?!

AT LEAST  
IT'S PRETTY GLOOMY  
AROUND HERE. HOPEFULLY  
I CAN GET TO Z-BLOB  
UNNOTICED.





A HORDE  
OF DREAMERS'  
WORRIES AND  
FEARS!

MMMOOAAA

WHOO-OO-OO-OO

CRAWL

SLITHER

CRAWL



I DON'T  
NEED ANY OF THOSE  
TROUBLEMAKERS  
NEAR ME!



JUST A LITTLE  
DREAMCRAFTING  
TO BLOW THE  
WORRIES AWAY!

SWISH!

SHWISH!

SWISH!



HOPEFULLY  
NO ONE CAN HEAR THIS.  
NEXT TIME I'D BETTER  
DREAM UP A QUIETER  
LEAF BLOWER!

WEEEE!

VROOO!

VROOO!

VROOO!

VROOO!

HOOOOO!

WAAAAH!



Nobody heard it, but somebody saw...

WELL, LOOKIE HERE...  
THAT SORT OF GLOW CAN ONLY  
MEAN ONE THING - DREAMCRAFTING.  
THERE MUST BE A DREAM CHASER  
HEADING THIS WAY!

A short  
time later...

OH, IT'S YOU!  
DO YOU WANT  
TO...

I'M NOT  
TALKING TO YOU,  
NIGHTMARE  
KING!

Z-BLOB!  
I JUST WANTED TO  
TELL YOU THAT I'M LOOKING  
FOR ANOTHER WAY TO LOCK  
UP THE NIGHTMARE KING SO  
YOU DON'T HAVE TO!

DON'T  
WORRY, I'LL  
GET YOU OUT  
OF HERE!

YOU CAN'T DO  
THAT UNTIL YOU FIND  
ANOTHER GUARDIAN! SO  
IT LOOKS LIKE YOUR GREEN  
FRIEND HERE WILL BE KEEPING  
ME COMPANY FOR QUITE  
A WHILE. HEHEHE.

I'M SO GLAD,  
THAT HE DOESN'T KNOW  
ABOUT THE ONEIRO  
SLEEPING MASK.

HEHEHEHE...

ONEIRO  
SLEEPING  
MASK...?



WHAT A POWERFUL ARTEFACT THAT IS... IF PLACED ON ANYONE'S FACE, THAT PERSON FALLS INTO A PERMANENT SLUMBER AND CAN ONLY WAKE UP WHEN IT IS TAKEN OFF!

EVEN I WOULD FALL INTO ETERNAL SLEEP PARALYSIS IF IT WERE PUT ON ME.

GOOD THING IT'S SAFELY HIDDEN IN THE PRISONER REALM WHERE THESE CHILDREN DO NOT DARE TO GO!

OOPS, DID I JUST SAY THAT OUT LOUD?

YES, YOU DID! AND YOU UNDERESTIMATE US. I THINK I'LL BE HEADING OFF TO THE PRISONER REALM TO FIND THAT MASK!

THANKS FOR THE TIP! HAHHAHA!

OH NO, SILLY ME!

MUAHAHAHAHAR!

I CAN'T BELIEVE HE ACTUALLY FELL FOR THAT STORY. JUST WAIT UNTIL HE SEES WHAT REALLY AWAITS HIM... HARHARHAR!



# RACE OF MISTAKES!

The Night Hunter has challenged Cooper to a **double race** in the **Double Realm**. The dream chaser can only win if you circle the

15 mistakes in the lower picture.

ACTIVITY

ORIGINAL



COPY



Find the answers on page 34.



A short time later  
on Mateo's landing ...

THE PRISONER  
REALM... THAT  
DOESN'T SOUND LIKE  
MUCH FUN.

HERE GOES  
NOTHING! DREAM REALM IS  
DREAM REALM - IT ALWAYS  
DEPENDS ON WHO YOU  
MEET THERE.

STRANGE, THIS  
ISN'T EXACTLY HOW  
I IMAGINED THE  
PRISONER REALM.

THIS IS THE REALM  
FOR DREAMERS WHO DREAM  
THEY'RE **STUCK** SOMEWHERE  
FOR SOME REASON.

AH, I  
GET IT!

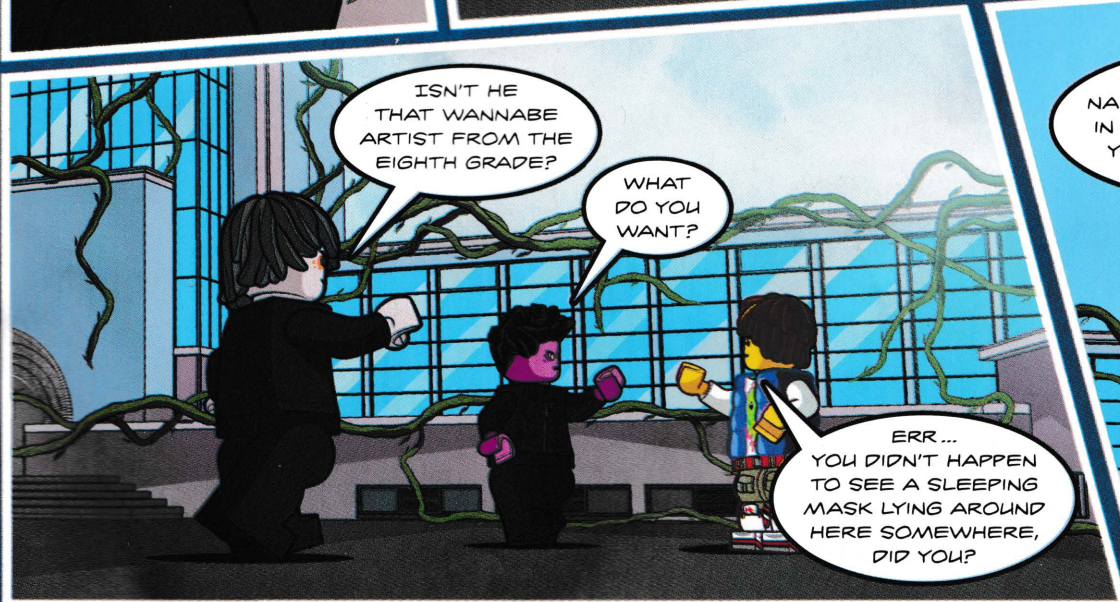
WAITING FOR  
CONNECTING  
BUS.

GROUND  
FOR EATING  
TOO MUCH  
CANDY

WAITING FOR  
ROADSIDE  
ASSISTANCE

SO MUCH  
**BOREDOM!** THIS IS  
ALMOST **WORSE** THAN  
A NIGHTMARE!







Mateo has other ideas...

WHERE DO YOU THINK YOU'RE GOING, BUDDY?!

LOOKS LIKE THE NIGHTMARE KING TRICKED ME AND JUST WANTED ME TO GET STUCK HERE!

A REAL PRISON?! SOMEHOW THIS DREAM KEEPS GETTING WORSE. BUT MAYBE I CAN HIDE IN IT!

Inside...

WHERE TO NOW?

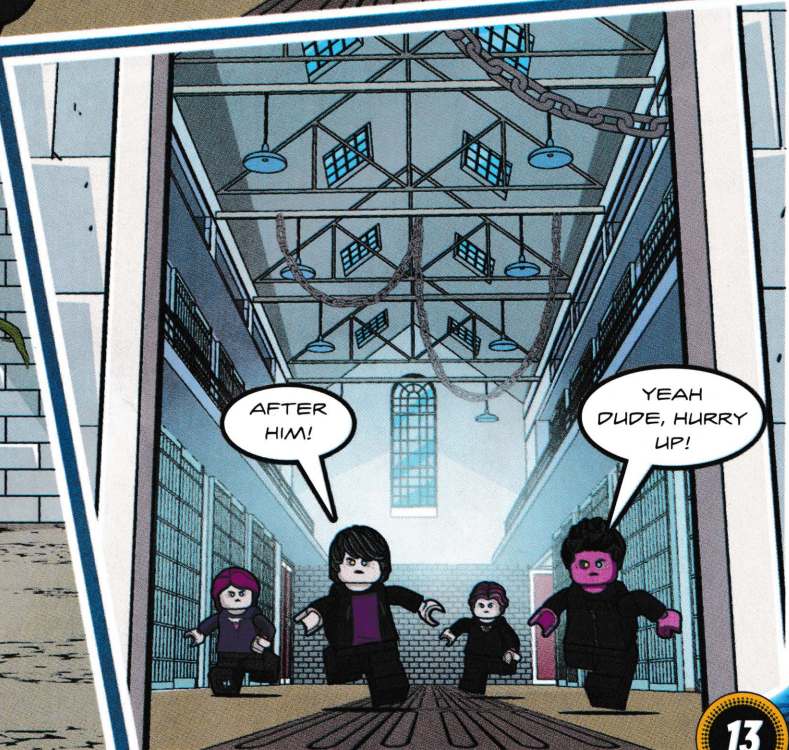
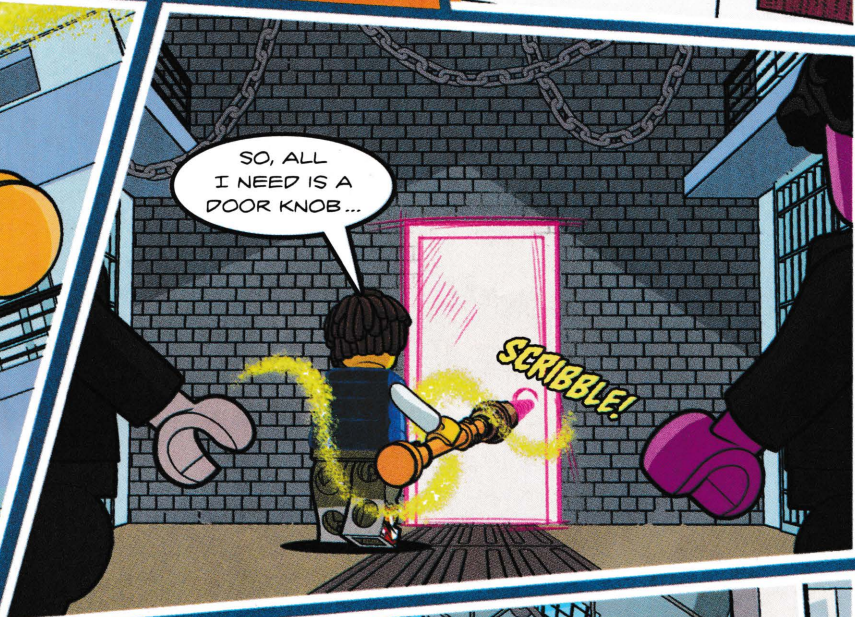
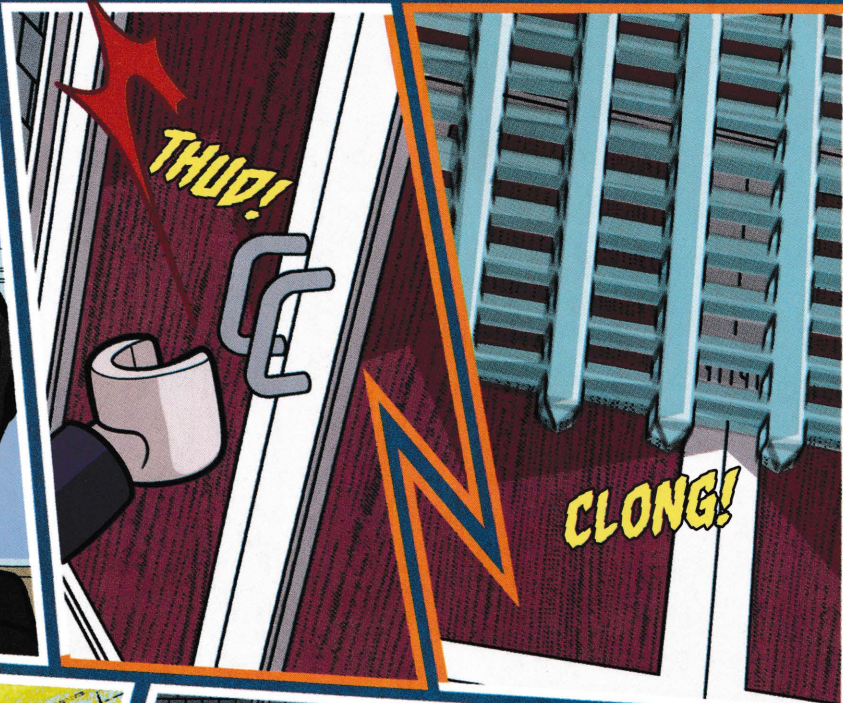
ONLY ONE WAY, I GUESS?

But then...

THERE'S NO WAY OUT OF HERE.

DEAD END, HUH?













SEE YOU LATER GANG,  
HAVE FUN BEING  
BORED!

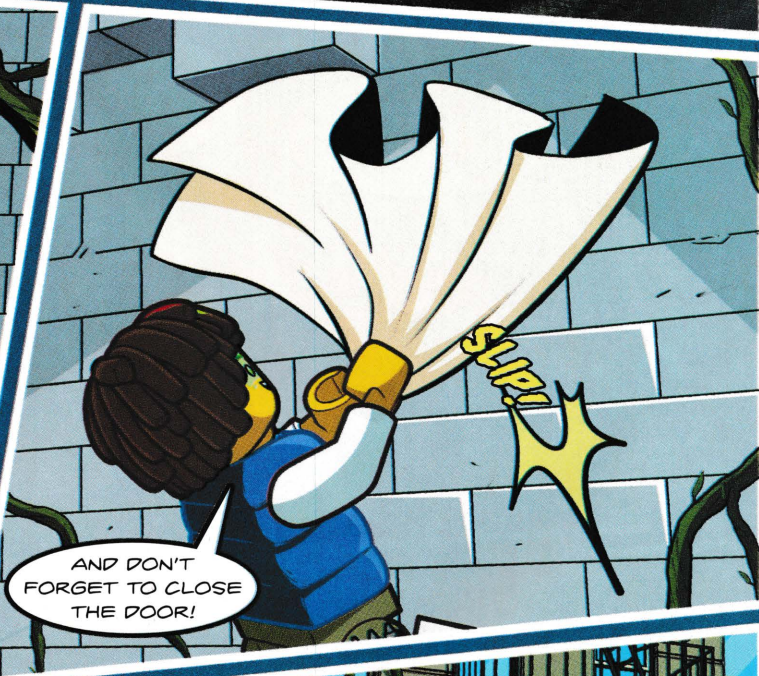


AFTER  
HIM, QUICK!



B-BUT ...  
WHERE DID  
IT GO?

SHLLLLL!



AND DON'T  
FORGET TO CLOSE  
THE DOOR!



I'VE GOTTA  
GET OVER THE  
NEXT BEST DREAM  
DOOR AND OUT  
OF HERE!



NO MATTER  
WHERE THIS LEADS,  
ANYWHERE IS BETTER  
THAN HERE!







# WASHED OUT WATER PARK

CREATE

After an exhausting adventure, the dream chasers are looking for some **fun** in the **Water Park Realm**, but somehow the colours were drained. Grab your **pens** and **colour** the scene as you imagine it!

SLIDY!





# THE NIGHT HUNTER IS COMING!

He is the **best crossbow marksman** in the dream world, an **outstanding commander** and the **creepiest foe** anywhere. But there are also lots of **secrets** surrounding the Night Hunter.

SCARY HAT:  
EVIL EYE FOR  
SPYING AND  
AIMING

In the ruler's  
shadow!

Sitting on the throne  
can get boring.

**WICKED WITCH** Now that the Never Witch has appeared, a battle for power is underway in the dream world. The Night Hunter must find a way to fend off this new threat.

Is the  
wrath of the  
Never Witch  
too much?

## HEIR TO THE THRONE

The Night Hunter is the Nightmare King's **top commander**. When the Nightmare King is imprisoned, his former **right-hand man** can take his place on the throne and start giving the **orders**.

CROSSBOW:  
SHOOTS EVIL  
SHADOW BOLTS

I ALWAYS  
TRACK DOWN  
MY PREY!

CREEPY SCARF:  
HIDES HIS  
SINISTER  
FACE

When he aims  
at a target, he  
doesn't miss.

## MARKSMAN

The Night Hunter is famous throughout the dream world for his excellent **marksmanship**. His **shadow bolts** have the power to destroy dream crafted objects and corrupt creatures.

This way, he's just  
a face in the crowd.

## SECRET IDENTITY!

The Night Hunter can also be found roaming around the waking world, because he's just as **human** as the dream chasers. Here, too, he hides his face so that no one **recognises** him.

## HUNTER VS ZOIE

Zoie's identity as the **dream bandit** has pitted her against the Night Hunter time and time again. They even face off in the waking world. And yet, the **connection** between the two of them **runs deep**...

They are more than opponents!



# ARROW ACTION

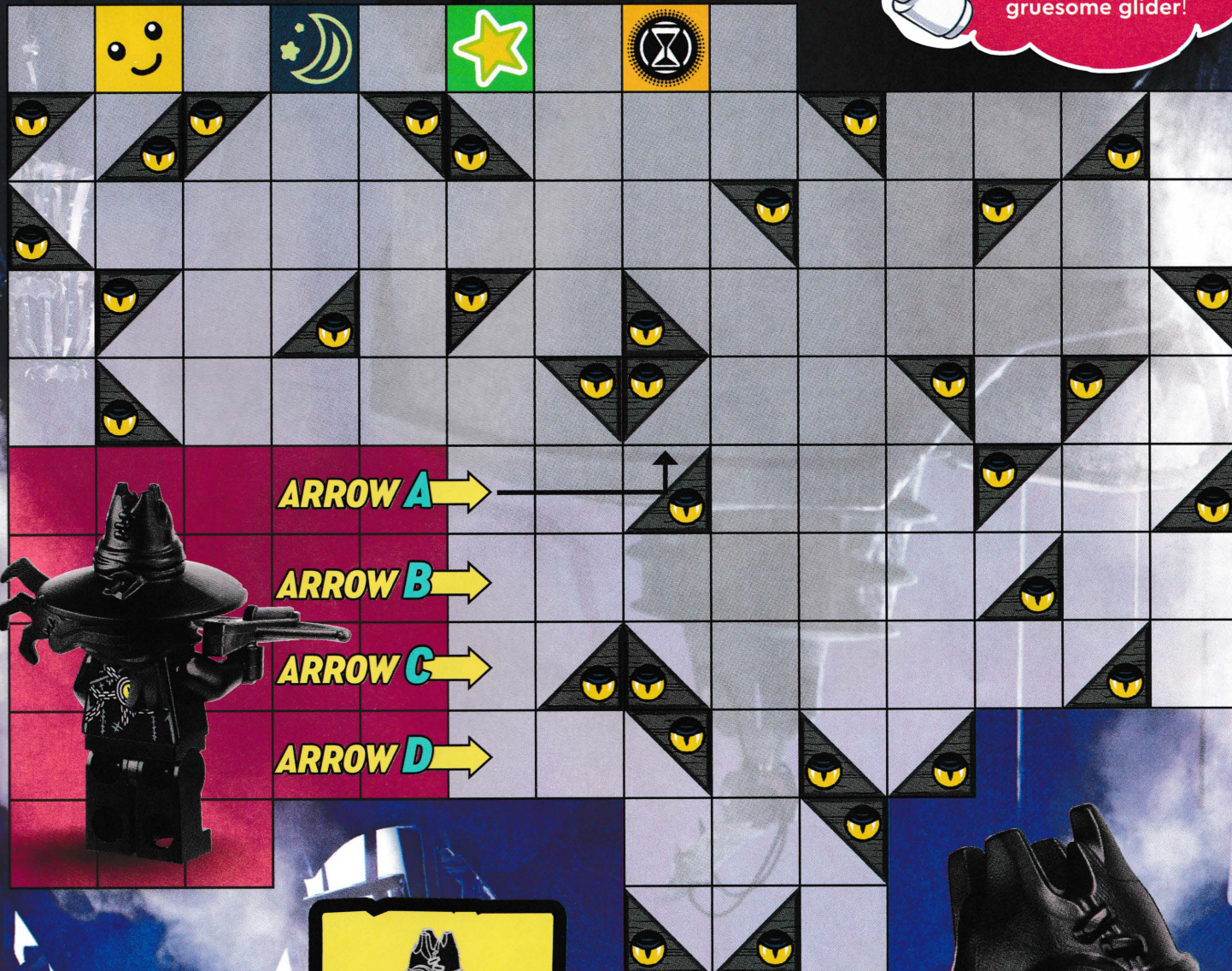
The Night Hunter has shot **four arrows**, but which **target** did each of them hit? Use a **ruler** to follow the path of each arrow. When you hit an obstacle, continue on at a **right angle** until you reach the target.

**TARGET 1**

**TARGET 2**

**TARGET 3**

**TARGET 4**



**ARROW A**

**ARROW B**

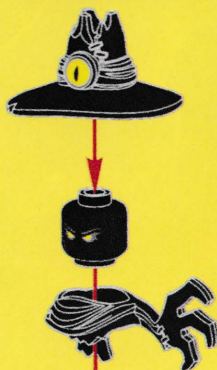
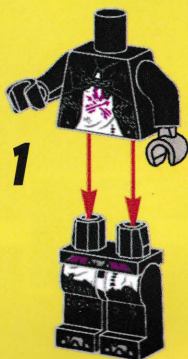
**ARROW C**

**ARROW D**

## DREAM CRAFT

Besides shooting his arrows, the Night Hunter also likes to fly. Grab your **LEGO® bricks** and build him a **gruesome glider!**

**HOW TO ASSEMBLE YOUR TOY!**



DON'T FORGET MY CROSSBOW!

**NIGHT HUNTER**

Find the answers on page 34.



# ESCAPE THE CURSE OF THE

## WHAT YOU NEED:

- one dice
- the toy from this magazine
- other playing figures

## OBJECT OF THE GAME:

The **goal** is simple: you need to cross through the realm and reach the finish **before** the **Night Hunter** reaches his.

## HOW TO PLAY:

**PREPARATION:** Each player takes one playing figure (e.g. a LEGO® minifigure) and places it on the large space marked **START**. The **Night Hunter** minifigure has his own start space and begins the game there.

### PLAY:

- The players **take turns** rolling the dice. After each roll, the player moves his figure the number of spaces shown on the dice. Then it's the next player's turn.
- When all the players have moved, the **round is over** and the **Night Hunter** moves exactly **one space** forward on his getaway path. Then play continues as before.
- If **all players** reach the **finish** **before** the **Night Hunter** can escape, then you have **won the game**.

## DUEL SPACES:

If you land on a **duel space**, you go head-to-head with the **doppelganger** found there. Roll the dice again. If you roll a **5 or 6**, you **win!** That means you can take a shortcut by following the arrow. If you roll a number from **1 to 4**, you stay on that space and continue on the **longer way** in the next round.

## JUMP SPACE:

When a player arrives at the jump space, he or she stops there and **rolls again**. Rolling a **1, 2 or 3** means the player may jump to the other side and **move** the number of spaces shown. If the player rolls a **4, 5 or 6**, he or she **loses a turn** and must try again.

WAIT TILL I GET MY HANDS ON THOSE LITTLE PESTS!

DUEL!

I'LL STOP YOU COLD IN YOUR TRACKS.

JUST GIVE UP ALREADY!

DUEL!

JUMP!

**START:**  
The race begins here!

I'M TOO FAST FOR YA.

**START:**  
**NIGHT HUNTER**



Oh no! The **Never Witch** is out to disturb the **Asteroid Field** and imprison all living beings inside. But her plan can only work if the **Night Hunter** gets away. **Be faster** than him and escape the witch's curse!

**GAME FOR TWO OR MORE PLAYERS!**

# NEVER WITCH!





# TOWER OF POWER!

This legendary architectural work in the heart of the Murky Realm is where the all-powerful **Sandman** focuses the energy of **dream sand**. He wants to help and act on the side of good, but the mystical tower is often targeted by **sinister enemies**.

WHICH ONE WILL YOU BUILD?



## FANTASTIC FORTRESS:

When nightmare forces attack, the tower can be dream crafted into a **fortress** thanks to its golden **shields**, clever **defence capabilities** and massive **dream sand cannon**.

ALL GOOD THINGS COME FROM ABOVE, WITCHY!

WITH INTRICATELY CRAFTED CLOCKWORK

POWERED BY A COLOSSAL DREAM CRYSTAL

TURN THE PAGE!

OPEN FILE

## SET DATA:

Set No.: 71477

Height: 47cm

Width: 14cm

Figures: 5 minifigures

+ Sneak

Building options: Tower

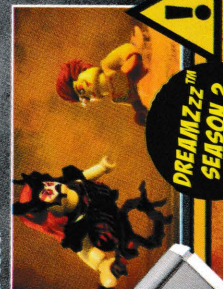
+ Fortress

723 PIECES  
LEGO®

DREAM

## WORLD DUEL

After escaping from her prison, the Never Witch went straight to the Sandman's tower to challenge him to a test.



DREAMWORKS  
SEASON 2  
EPISODE 2





Hissss!

HOW DID I GET MIXED UP IN ALL OF THIS?

ROOAAH! LET HER HAVE IT!

I'LL CARVE YOU UP, YOU EIGHT-LEGGED NIGHTMARE!

LEAVE, YOU ROTTEN OLD THIEF!

YOU'RE NOT IN MY LEAGUE, YOU LITTLE BABIES!

WE'RE INCLUDED:



NEVER WITCH



SNEAK



SANDMAN



LOGAN



IZZIE



MATEO

# EYE ON THE SPIES!

Some eight-legged spies are hiding on these two pages. Find them all and enter the total here.

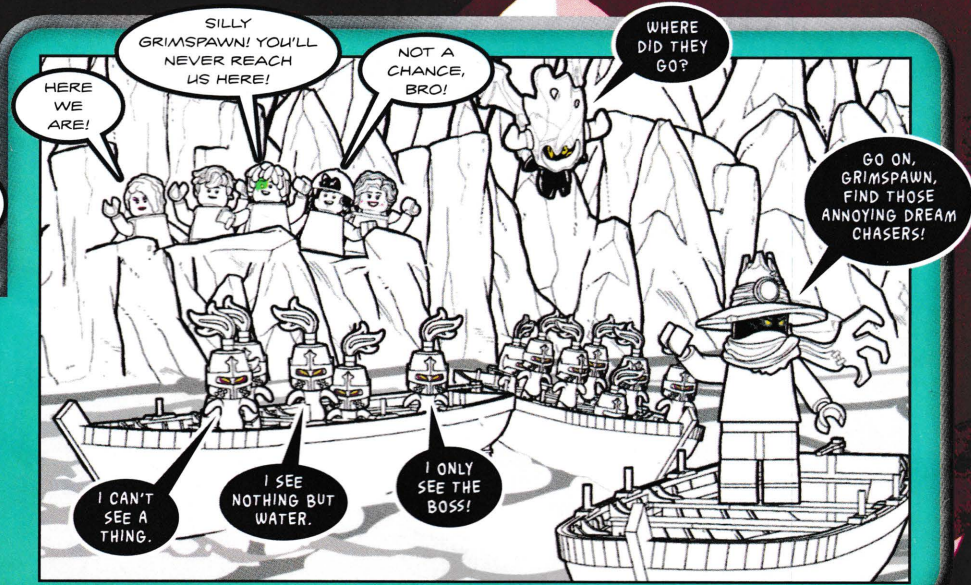


# TRAINING FOR DREAM CHASERS

PART 1  
OF 2



Inspiration, creativity and focus are the three pillars of dream crafting! In order to always stay one step ahead of their evil enemies, the dream chasers train their mental skills with challenging tasks like these.

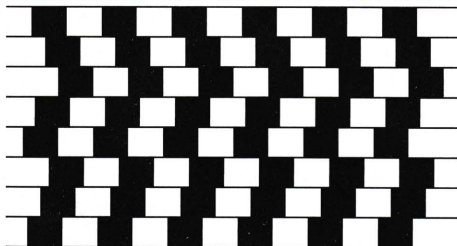


## 1 TOTAL RECALL!

Being creative while also taking note of one's surroundings is a really important skill for Dream Chasers. Grab your pencils or pens and colour in the picture. Try to remember everything you see and what was said in the picture. Then turn to page 31.

## THE NEVER WITCH'S ILLUSIONS!

ARE THE HORIZONTAL LINES PARALLEL TO ONE ANOTHER OR DO THEY SLANT?



AS THEY SAY, SEEING IS BELIEVING, HEHE!

WHICH SHAPE IS BIGGER?

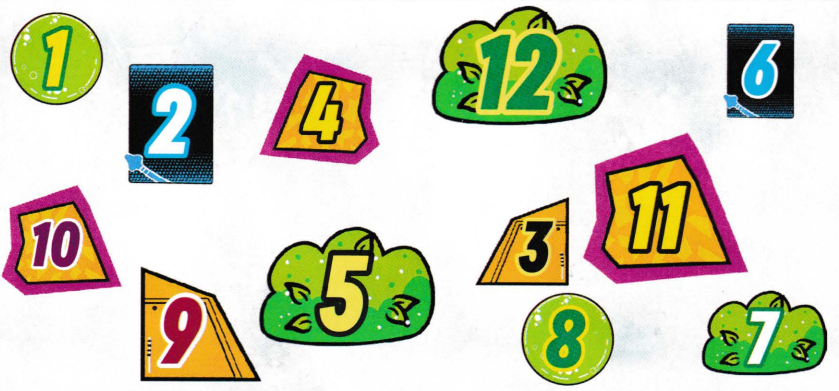
A

B



## 2 QUICK CONNECT!

Take a pencil and a stopwatch! Start the clock and connect the numbers as fast as you can in the right order. If you don't have a stopwatch, ask your parents if they can help you. Take a few moments to memorise the connections, then turn directly to page 31.



BE ON YOUR TOES, THIS REQUIRES QUICK THINKING AND COMBINING.



**PSSTT!**  
DON'T TELL ANYONE!

# SECRETS FROM THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

**FACTS**

**FILE  
NO. 6**



WHAT'S NEW?  
YOU CAN FIND  
OUT HERE!



Zian is trapped in  
its sticky spider web.



Mateo is trying  
to get away.

## ► SUPER EVIL SPIDER

Beware this nightmare beast and its **big bite**. Created by the Never Witch, it has **sharp claws**, **red crystal eyes** and is covered in spiky **barbs**. The web it weaves is almost impossible to break through!



Squash go the  
Dream Chasers.

## ► SCARY SHEEP

A dreamer dreamed up this **wild monster**, setting off an incursion into the waking world. The doom sheep is **extremely strong and fast** and rams everything in its path.



Its big  
burning  
horns  
make  
it especially  
frightening.

Logan knows  
something is **wrong**...



... he **loses control**  
of the turntable ...



... and unleashes  
**nightmare music!**

## ► SICK BEATS

With his latest beats, DJ Logan accidentally creates a **beastly speaker** that plays truly monstrous music.

MadTeo  
rises out of  
the Never  
Witch's  
cauldron.



MadTeo arrives at  
**Castle Nocturnia**.

## ► DOUBLE TROUBLE

The **doppelgangers** were brewed by the Never Witch in her cauldron as **dark alternate** versions of the dream chasers. What makes them even more **dangerous**: a doppelganger can take a dream chaser's place.



Making plans with a **dream mirror**.



SCAN TO WATCH  
**DREAMzzz™** SERIES  
ONLINE





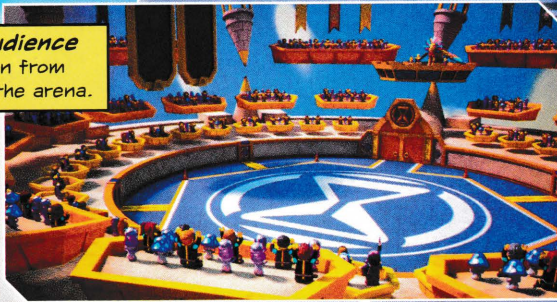
## ▶ NOCTURNIA ARENA

Castle Nocturnia is not only back as the **global headquarters** of the Night Bureau. It has also been expanded to include a **floating arena** where dream chasers can demonstrate their skills in head-to-head competitions.



**Grand Inspector Royce** greets the crowd.

The **audience** looks on from inside the arena.



There are beastly **bedbugs**, too.

# NEW REALMS

## ▶ WILD WILDORIA

Through a chain of unfortunate events, Mateo winds up in a **jungle-like dream realm** known as Wildoria. It is full of **brightly lit beings**, **peculiar plants** and other **curious creatures**. A paradise for explorers, but not without its dangers...

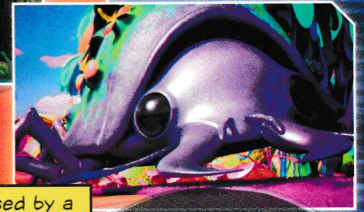


Mateo falls into the **jungle of Wildoria**...

...cuts his way through the **undergrowth**...



...discovers **bulbous trees**...



...and is chased by a **gigantic beetle**.

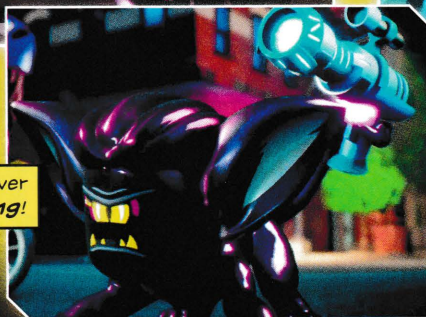
# NEW FRIENDS

**Sneak** and **Nova** are the newest members of the Night Bureau's Brooklyn office. They'll do anything to **help out** the experienced team of dream chasers.



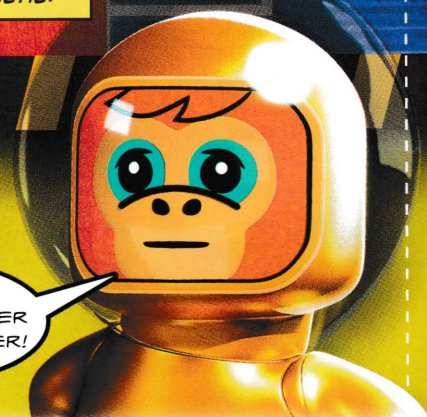
**Hanging out** in Brooklyn.

Sneak has a clever way of **shooting**!



WE KEEP GETTING BETTER AND STRONGER!

Nova has it all under **control**!





# TRAINING FOR DREAM CHASERS



PART 2  
OF 2

PUZZLES

Did you put all your creativity into the **picture** on page 28 and connect all the **numbers** in the box at the bottom of the page? Here, you can put your skills as a dream chaser to the test!

COLOURING IS A LOT LIKE DREAM CRAFTING. ANYTHING IS POSSIBLE!

## 1 DO YOU REMEMBER?

Think back to the comic on page 28. Answer the following **questions** without peaking. Once you're finished, check your answers.

1. What does the grimspawn on the left see?

2. Is the Night Hunter looking left or right?

3. Which dream chaser says the most?

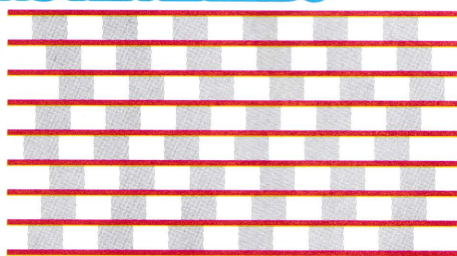
4. Are there any plants in the picture?

5. How many boats are on the water?

**GET CREATIVE!** Grab your pencils and draw your own **cool comic scene** with the Night Hunter, a grimspawn and your favourite dream chaser. What would they say to each other?

## ILLUSIONS REVEALED!

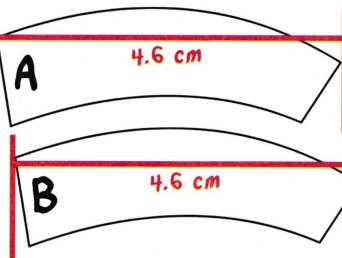
UNBELIEVABLE, THE LINES ARE **PARALLEL** TO ONE ANOTHER!



WE DON'T GET TRICKED THAT EASILY, WITCHY!

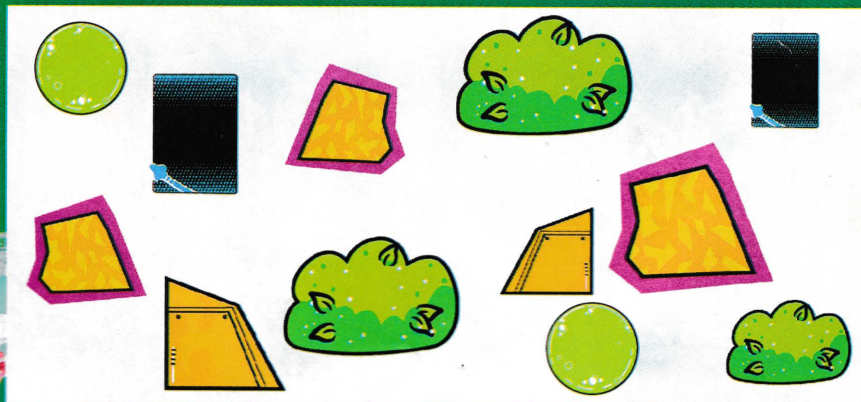


THEY'RE THE SAME SIZE!



## 2 CHAOTIC LINES?

Did you connect the numbers on page 28? Now try to **connect** the forms in exactly the same way. But watch out! It's much more difficult without the numbers!



TO BE A PART OF OUR TEAM, YOU HAVE TO DO YOUR HOMEWORK!

## FOR MATH MASTERS

Add all 12 number from task 2 (page 28) and enter the **result** here:



# SNEAK'S TR

## 1 EASY-PEASY LABYRINTH

ONCE I HEARD LOGAN TALKING ABOUT THAT TREASURE CHEST. C'MON, LET'S ASK HIM IF HE KNOWS HOW TO FIND IT!

START

FINISH

FINDING THE TREASURE CHEST IS EASY, BRO! FIND THE WAY THROUGH THE LABYRINTH TO COOP. HE'LL GIVE YOU THE NEXT TIP.

## 4 SEE THESE SILHOUETTES?



## 5 FIND THE COMBINATION

IT'S TRUE. I DO HAVE A TREASURE CHEST LIKE THAT. AND YOU MAY OPEN IT. THE ONLY PROBLEM IS I FORGOT THE LOCK'S COMBINATION! YOU CAN FIND THE NUMBERS YOU NEED IN THIS MAGAZINE.

- 1 Answer on the contents page (page 3)
- 2 Number of pieces in Sandman's Tower (page 26)
- 3 Number of spaces from start to finish (page 24-25)
- 4 Answer from dream chaser training 2 (page 28)
- 5 Answer to Albert's question (page 33)

THE CHEST'S COMBINATION:

1	2	3	4	5

HMM, WHICH SILHOUETTE MATCHES THE TURTLE BUS FROM TASK 3?

## DREAM CRAFT

What does Sneak find in the treasure chest? Grab your LEGO® bricks and build the stuff of his dreams. Think it's something to eat?

## 6 CHEST OF DREAMS



# REASURE HUNT

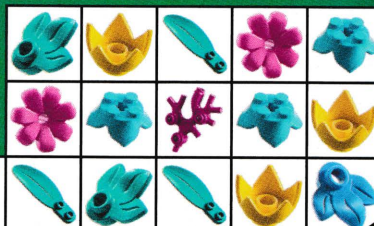


Sneak knows of a **treasure chest** that contains whatever you dream of. Now he wants to find it. Help him on his search by following the **dream chasers' clues**. Start off with Logan!

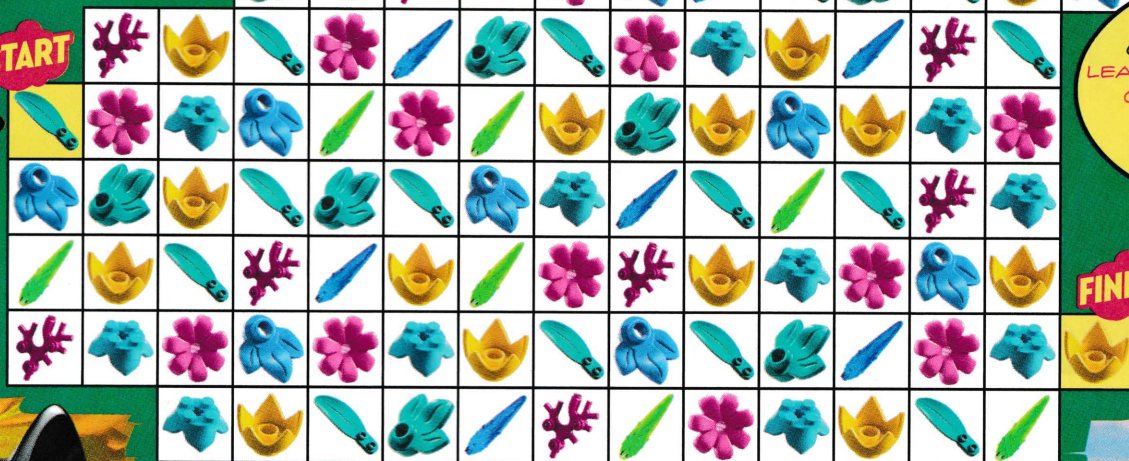
## 2 FOLLOW THE LEAVES

MR. OSWALD CAN TELL YOU MORE. PASS THROUGH THIS JUMBLE OF LEAVES BY FOLLOWING THE **SERIES OF FOUR LEAVES** IN THE ORDER SHOWN UNTIL YOU REACH THE FINISH.

THE RIGHT ORDER:



START

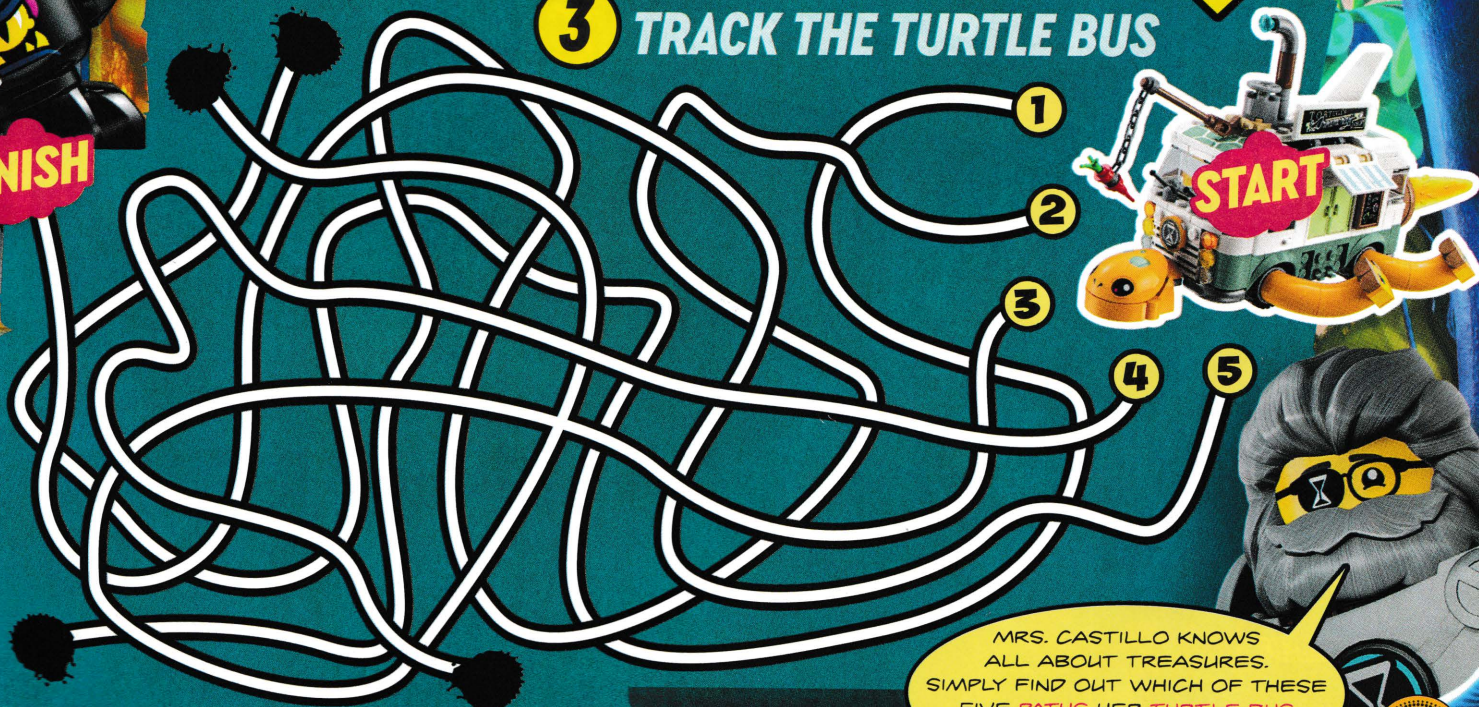


FINISH

WHILE YOU'RE HERE ... HOW 'BOUT COUNTING UP **ALL THE LEAVES THAT ARE NOT PART OF THE RIGHT ORDER?** ENTER THE TOTAL NUMBER IN THE BOX BELOW:

## 3 TRACK THE TURTLE BUS

FINISH



MRS. CASTILLO KNOWS ALL ABOUT TREASURES. SIMPLY FIND OUT WHICH OF THESE **FIVE PATHS** HER **TURTLE BUS** FLEW AND THEN FOLLOW IT.



PREVIEW

COMING SOON!

AWESOME TOY!

COOL ROBO-LOOK

1 HEAD, 2 FACES:

TWO GOLDEN SHOOTERS

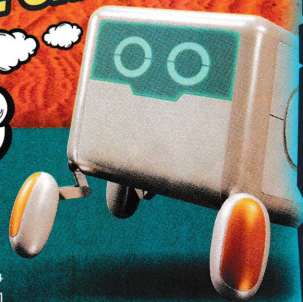
ACTION, PUZZLES AND FACTS!

SHOOTS REAL PROJECTILES



COOPER  
WITH DOUBLE SHOOTER

GET IT RIGHT?



ANSWERS

PAGE 3  
FLASK FIASCO B, E, H, J, M  
BONUS 22+25+27+31+32=137

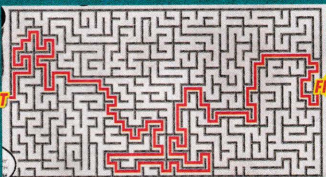
PAGE 9  
RACE OF MISTAKES



PAGE 23  
ARROW ACTION

A = Target 3 / B = Target 4  
C = Target 2 / D = Target 1

PAGE 32  
EASY-PEASY  
LABYRINTH (red line)



TRACK THE  
TURTLE BUS  
Path 5

SEE THESE  
SILHOUETTES?  
C

FIND THE  
COMBINATION

137 - 723 - 40 - 78 - 41



PAGE 26  
EYE ON THE  
SPIES!

11 spiders  
(circled)

PAGE 31  
DO YOU REMEMBER?

- 1: Nothing
- 2: To the right
- 3: Mateo
- 4: No
- 5: 3 boats

FOLLOW THE  
LEAVES  
(blue line)

ALBERT ASKS:  
41



LEGO DREAMZZZ

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WE ARE ALWAYS WORKING ON  
IMPROVING THE FORMULA OF THE  
MAGAZINE, SO TELL US HOW MUCH  
YOU LIKE OUR MAGAZINES, HOW  
YOU PLAY WITH THE TOYS AND  
EVERYTHING IN BETWEEN!



ASK A GROWN-UP  
TO SCAN THIS CODE  
OR VISIT  
LEGO.COM/MAGAZIN  
TO TAKE THE SURVEY  
RIGHT AWAY!

34

FOR MATH MASTERS 78





I WOULD  
TOTALLY GET  
LOST WITHOUT  
BOOKMARKS!



NOW I CAN  
FINALLY MARK MY  
FAVORITE RECIPES IN  
THE CANDY REALM  
COOKBOOK.



### CUT OUT INSTRUCTIONS!

1. Ask for help if you need it.
2. Get your craft scissors
3. Cut out the bookmarks along the dashed lines.

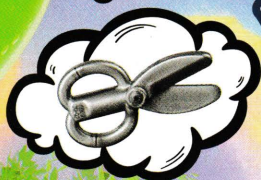




# ENTER THE READING REALM

READING IS  
FORBIDDEN IN THE  
GRIM REALM.  
HAHAHA!

Cut out  
your brand-new  
dream realm  
bookmarks!



DREAMZZ



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